gPhone Documentation

**Serverside Hooks:**

--// Called when the server is about to wire money through the Finances app

hook.Add("gPhone\_ShouldAllowTransaction", "Example\_Hook", function( sender, receiver, amount )

-- Return false to cancel the transaction and (optional) a reason for denying it

if not sender:IsAdmin() or not sender:IsSuperAdmin() then

return false, “Only Admins and Super Admins can transfer money”

end

if amount > 1000 then

return false, “Too much money to send!”

end

end)

--// Called when the phone has finished initializing and is on the player's screen

hook.Add( "gPhone\_Built", "Example\_Hook", function( ply )

-- ply is the player who opened the phone, it returns nothing.

end)

**Clientside Hooks:**

--// Called when an application tries to run on the phone and passes the Gamemode check

hook.Add( "gPhone\_ShouldAppRun", "Example\_Hook", function( name, data )

-- name is the key in gPhone.AppBase to access data, its also the lower-case App print name

-- data is the app table with all the functions and variables inside

if name == “finances” then

return false -- Return false to send the client to the home screen

end

end)

**Wallpaper Creation:**

1. Size your image to 600x1200
2. Save as a .png
3. Place the image into the ‘a’ directory if you want it to be only yours or the ‘b’ directory if you want it to be resourced to all clients
   1. garrysmod/materials/vgui/gphone/wallpapers
   2. garrysmod/addons/gPhone/materials/vgui/gphone/wallpapers
4. Open the gPhone and go to Settings->Wallpaper

If your image doesn’t show up or is a pink and black checkerboard, try restarting your game and making sure the image is in the correct directory.

**App Creation:**

Global Variables and Functions:

* + gPhone.AppBase["\_children\_"] -- Table used to hold all of the top-level Derma in order to hide it when the app is closed.
    - Also referenced as ‘objects’
  + gPhone.phoneScreen -- The phone’s screen, you shouldn’t modify this but instead use it to get dimensions like PANEL:GetWide().
    - Also known as ‘screen’
* gPhone.AppBase["\_close\_"] – Function used to close the current running application.
  + Its recommended that you use ‘gPhone.ToHomeScreen()’ instead.
* gPhone.ChatMsg( text ) – Sends a message to the client
* gPhone.DarkenStatusBar() – Sets the color of the status bar to black
* gPhone.LightenStatusBar() – Sets the color of the status bar to white
* gPhone.HideStatusBar() – Hides the status bar
* gPhone.ShowStatusBar() – Shows the status bar
  + This is called when the phone returns to the home screen, you won’t really need to use it
* gPhone.GetTextSize(text, font) – surface.GetTextSize made easy
  + Returns 2 numbers: width, height.
* gPhone.SetTextAndCenter(label, text, parent)
  + ‘label’ is the DLabel you are centering
  + ‘text’ is the DLabel’s text
  + ‘parent’ is what you will be centering it in between
* util.GetPlayerByNick( nick ) – Returns a player object from from a string

App format:

local APP = {} -- Creates the app table, this should be local

-- Name that appears on the home screen

APP.PrintName = "App Name"

-- Path to the icon (materials/vgui/gphone/….)

APP.Icon = "vgui/gphone/app\_image.png"

-- (optional) Gamemode in which this app can be run, only use if the app has gamemode-specific functions or variables

APP.Gamemode = "DarkRP"

-- Called when your App opens

function APP.Run( objects, screen )

-- 'screen' is gPhone.phoneScreen, it’s easier to write this way

-- 'objects' is the table in which all app-related screen elements are stored

-- Create your parent panels in the table.

--[[ ex:

objects.Panel = vgui.Create("DPanel")

local button = vgui.Create("DButton", objects.Panel)

]]

end

-- You can create your own functions and reference them in the default APP functions

-- Its just for neatness and the existance of custom functions is entirely optional

function APP.Paint( screen )

-- Overrides the phone’s screen’s paint function

-- You will have to draw your own background

-- draw.RoundedBox(2, 0, 0, screen:GetTall(), Color(0, 0, 0))

-- Don't put any Derma in here, only surface and draw libraries

end

-- Adds the app to the phone

gPhone.AddApp(APP)